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### 1 Intelligent interactive video simulation of a code inspection

Scott M. Stevens

July 1989

Communications of the ACM, Volume 32 Issue 7

Full text available: pdf(3.34 MB)

Additional Information: full citation, abstract, references, citin

The need for technological solutions to learning, in the software engineering f  
Technologies Project (ALT) has developed a highly interactive, high-fidelity si  
The first course demonstrating these techniques is on the formal technical rev

### 2 Level II technical support in a distributed computing environment

Tim Leehane

September 1996 Proceedings of the 24th annual ACM SIGUCCS conference on User

Full text available: pdf(5.73 MB)

Additional Information: full citation, references, index terms

### 3 Computer-mediated communication in collaborative educational settings: r CMC in collaborative educational settings

Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karl  
Spielvogel, Henry Walker

October 1997

ACM SIGCUE Outlook, Volume 25 Issue 4

Full text available: pdf(109.30 KB)

Additional Information: full citation, referenc

**4 Computer-mediated communication in collaborative educational settings (r  
CMC in collaborative educational settings)**

Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karl  
Spielvogel, Henry Walker

June 1997 The supplemental proceedings of the conference on Integrating techno  
working group reports and supplemental proceedings

Full text available:  pdf(109.30 KB)

Additional Information: full citation, references, c

**5 Reusability and adaptability of interactive resources in Web-based educati  
Abdulmotaleb El Saddik, Stephan Fischer, Ralf Steinmetz**

March 2001 Journal on Educational Resources in Computing (JERIC)

Full text available:  pdf(257.16 KB)

Additional Information: full citation, abstract, references

The production of interactive multimedia content is in most cases an expensiv  
optimizing production by exploiting the reusability of interactive multimedia e  
triggered by a combination of resuable multimedia components and the appro  
components as well as their combination. In this article, we discuss the reusa  
content in web ...

**6 Course and exercise sequencing using metadata in adaptive hypermedia le  
Stephan Fischer**

March 2001 Journal on Educational Resources in Computing (JERIC)

Full text available:  pdf(115.01 KB)

Additional Information: full citation, abstract, reference

In the last few years the (semi-) automatic sequencing of course material has  
particularly the standardization of metadata for educational resources. Sequen  
documents which, at their best match the learner's needs. To perform (semi-)  
knowledge library as well as modular resources can be used. Both must be de

Keywords: adaptive hypermedia systems, hypermedia learning, knowledge en

## 7 Beyond familiar shores: faculty teaching with technology

JoAnn C. Ullery

November 2002      Proceeding of the 30th annual ACM SIGUCCS fall conference on

Full text available:  pdf(179.75 KB)

Additional Information: full citation, abstract, refere

The integration of technology in classrooms has had a positive impact on student time is necessary to move technology from a part-time tool to an active tool, in order to provide technology in the classroom, educators must receive professional use technology. This paper discusses web use as a professional source of development how to integrate technology ...

Keywords: academic, campus needs, curriculum, education, faculty development technology, learning, retention, teaching, technology, web-based training

## 8 Developing and deploying software engineering courseware in an adaptable

W. Richards Adroin

June 2000      Proceedings of the 22nd international conference on Software engineering

Full text available:  pdf(110.70 KB)

Additional Information: full citation, abstract, reference

We describe an effort to design an adaptable framework for teaching and learning developing a repository of asynchronous, multimedia courseware that facilitates in research and technology, enables courses to be tailored to individual student innovations in educational technology and encourages innovation in teaching on developing courseware ...

Keywords: educational technology, multimedia courseware, pedagogy, software learning

## 9 Teaching C++ in a multi-user virtual environment

J. Mark Pullen, Eugene Norris, Mark Fix

June 2000      ACM SIGCSE Bulletin, Volume 32 Issue 2

Full text available:  pdf(604.26 KB)

Additional Information: full citation, abstract

The Internet has opened tremendous possibilities for distance education, worldwide. However, much of today's Internet-based teaching is limited to student documents. In this paper we describe new dimensions in distributed education where the students interact with the teacher in real time. We review and elaborate spatially oriented, network-accessed ...

## 10 Computing curricula 2001

September 2001      Journal on Educational Resources in Computing (JERIC)

Full text available:  pdf(613.63 KB)  html(2.78 KB) Additional Information: full citation, references, index term

**11 Automatic creation of exercises in adaptive hypermedia learning systems**

Stephan Fischer, Ralf Steinmetz

May 2000 Proceedings of the eleventh ACM on Hypertext and hypermedia

Full text available:  pdf(70.28 KB)

Additional Information: full citation, references, citin

Keywords: adaptive hypermedia systems, hypermedia learning, knowledge en

**12 Synchronization in multimedia data retrieval**

Anna Haj Ha?, Cindy X. Xue

January 1997 International Journal of Network Management, Volume 7 Issu

Full text available:  pdf(487.64 KB)

Additional Information: full citation, abstract, referen

Synchronization of multiple medium streams in real time has been recognized requirements for multimedia applications based on broadband high-speed net synchronization scheme for distributed multimedia information systems. © 19

**13 FRA: using a goal-based scenario to teach financial statement analysis**

David A. Foster

April 1994 Proceedings of the 1994 ACM symposium on Applied computing

Full text available:  pdf(543.60 KB)

Additional Information: full citation, references, index terms


Keywords: financial accounting education, intelligent tutoring systems, learni

**14 Linux and the Next Generation Internet**

Stan Michael Stricklen, Bob Cummings

April 2000

Linux Journal

Full text available:  html(25.62 KB)

Additional Information: full citation, abstract, referen

This article describes the authors' implementation of a demonstration environ (DiffServ) using Linux-based routers.

**15 DVI&mdash;a digital multimedia technology**

G. David Ripley

July 1989

Communications of the ACM, Volume 32 Issue 7

Full text available:  pdf(4.55 MB)

Additional Information: full citation, abstract, references, citin

A digital presentation technology that manages anything from text to full-mot the usefulness of personal computers, while rendering them less intimidating.

**16 Integrating computer technology, people technology and application technc  
Georgia Tech's Graphics, Visualization and Usability Center**

Jim Foley

June 1994

Proceedings of the workshop on Advanced visual interfaces

Full text available:  pdf(1.27 MB)


Additional Information: full citation, inde

**17 IS '97: model curriculum and guidelines for undergraduate degree program**

Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert

December 1997 ACM SIGMIS Database , Guidelines for undergraduate degree prog

for undergraduate degree programs in information systems, Volum

Full text available:  pdf(7.24 MB)


Additional Information: full citati

**18 A video retrieval and sequencing system**

Tat-Seng Chua, Li-Qun Ruan

October 1995

ACM Transactions on Information Systems (TOIS), Volume 13

Full text available:  pdf(3.20 MB)

Additional Information: full citation, abstract, references, citin


Video is an effective medium for capturing the events in the real world around exists, covering a wide range of applications. However, widespread use of vid impeded by the lack of effective tools to manage video information systemati implementation of a frame-based video retrieval and sequencing system (VRS entire process of video ...

Keywords: cinematic rules, frame-based modeling, multimedia, video retrieva

**19 The state of the art in automating usability evaluation of user interfaces**

December 2001

ACM Computing Surveys (CSUR), Volume 33 Issue 4

Full text available:  pdf(2.31 MB)

Additional Information: full citation, abstract, references, citin

Usability evaluation is an increasingly important part of the user interface des can be expensive in terms of time and human resources, and automation is th existing approaches. This article presents an extensive survey of usability eva new taxonomy that emphasizes the role of automation. The survey analyzes e aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automati

## 20 Palenque: an interactive multimedia digital video interactive prototype for c

K. S. Wilson

May 1988

Proceedings of the SIGCHI conference on Human factors in computi

Full text available:  pdf(657.13 KB)

Additional Information: full citation, abstract, refere

The Palenque interactive multimedia digital video interactive prototype is bas  
from The Second Voyage of the Mimi television show, which is being produced  
cast of scientists and children explore the Yucatan's ancient Maya ruins and a  
The Palenque prototype incorporates this theme to the extent that the user's

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**21 Enhancing teaching using the Internet: report of the working group on the V teaching resource**

Stephen Hartley, Jill Gerhardt-Powals, David Jones, Colin McCormack, M. Dee M Marguerite K. Summers

June 1996 ACM SIGCSE Bulletin , Proceedings of the 1st conference on Integratin education, Volume 28 Issue SI

Full text available: pdf(1.26 MB)

Additional Information: full citation, references, citin

**22 CMIFed: a transportable hypermedia authoring system**

Lynda Hardman, Guido van Rossum, Jack Jansen, Sjoerd Mullender

October 1994 Proceedings of the second ACM international conference on Multime

Full text available: pdf(1.93 MB)

Additional Information: full citation, references, citings, index terms

**23 Web-based simulation: some personal observations**

Paul A. Fishwick

November 1996 Proceedings of the 28th conference on Winter simulation

Full text available: pdf(1.46 MB)

Additional Information: full citation, citings

**24 Simulation education: Teaching tools and methods: GeNisa: a web-based i teaching simulation modelling**

Tajudeen Atolagbe, Vlatka Hlupic, Simon J. E. Taylor

December 2001

Proceedings of the 33rd conference on Winter simulation

Full text available:  pdf(329.15 KB)

Additional Information: full citation, abstra


Intelligent Tutoring Systems (ITS) provide students with adaptive instruction problem solving skills in an interactive environment. This paper discusses the been implemented to facilitate the development of simulation modelling know integrates case-based reasoning with interactive tools to guide tutorial remed that the model for pedagogical activ ...

**25 VR-LAB&mdash;a distributed multi-user environment for educational purpc**

Dieter W. Fellner, Armin Hopp

February 1999

Proceedings of the fourth symposium on Virtual reality modeling

Full text available:  pdf(3.70 MB)


Additional Information: full citation, references, citings, index

**26 Using annotated video as an information retrieval interface**

Andrew S. Gordon

January 2000

Proceedings of the 5th international conference on Intelligent u

Full text available:  pdf(1.09 MB)

Additional Information: full citation, abstract, referen

The ability to deliver appropriate information to learners at the most appropri instruction. In the best learning environments, this information is received in that are being acquired. This paper explores a technological approach to situa materials to segments of a video recording a skill performance. An interface i video perfor ...

Keywords: computer learning environments, digital libraries, inforamtion retri

**27 Some experiments in man-machine interaction relevant to computer assist**

Philip G. Barker

January 1981

Proceedings of the ACM '81 conference

Full text available:  pdf(748.21 KB)

Additional Information: full citation, abstract, refere

Some experiments in man-machine interaction are briefly described in the co audio-visual instruction. Two important points emerge: the need for the deve management systems and the necessity for a suitable author language capab of coordinating the use of a wide variety of instructional resources.



## 28 Teaching internet literacy to a large and diverse audience

Wayne Brookes, Jadwiga Indulska

July 1997 Proceedings of the second Australasian conference on Computer science


Full text available:  pdf(883.45 KB)

Additional Information: full citation, references, index terms

## 29 Is it live or is it Memorex?

Tory Sawyer, Randy Anderson, Gary McCuaig

September 1986 Proceedings of the 14th annual ACM SIGUCCS conference on User

Full text available:  pdf(2.60 MB)

Additional Information: full citation, index term

## 30 Metadata for smart multimedia learning objects

Abdulmoteleb El Saddik, Amir Ghavam, Stephan Fischer, Ralf Steinmetz

December 2000 Proceedings of the Australasian conference on Computing e

Full text available:  pdf(828.00 KB)

Additional Information: full citation, abstra

The application of educational metadata is nowadays often limited to static resources (text or image) in order to support the retrieval process in a static way with respect to the (static) content and cannot provide an adequate description of dynamic multimedia content, for example

In this paper we propose dynamic educational metadata as an extension

## 31 Architecture, design, and implementation of a multimedia conference system

Anna A. Haas, Dongchen A. Lu

March 1997 International Journal of Network Management, Volume 7 Issue

Full text available:  pdf(517.69 KB)

Additional Information: full citation, abstract, references

In this article a new multimedia conference system is designed and implemented to conduct a meeting in real time. Participants can jointly view and edit relevant graphics, and still images distributed throughout the network. © 1997 John Wiley & Sons, Inc.

## 32 Virtual ECHO: an interface for a simulated environment

Daniela Meloni, Alessandro Mura, Francesco S. Nucci, Angelo Cangelosi, Maria B

July 1996 ACM SIGCHI Bulletin, Volume 28 Issue 3

Full text available:  pdf(610.45 KB)

Additional Information: full citation, abstract

ECHO is a simulated environment with multimedia technology aimed to train students in techniques. The system was designed using the user-centered perspective in order to define a suitable Human-Computer Interface. The interface chosen for the purpose was to leave the student free in exploring a virtual environment. ECHO was designed by the Interface Design group (MEDIA ...)




**38 Authoring Support: DEMAIS: designing multimedia applications with interac**

Brian P. Bailey, Joseph A. Konstan, John V. Carlis

October 2001

Proceedings of the ninth ACM international conference on Mult

Full text available:  pdf(1.04 MB)

Additional Information: full citation, abstract, refere

To create an innovative interactive multimedia application, a multimedia desi  
behavioral design ideas early in the design process, as creating innovative be  
innovative multimedia. Current tools and techniques do not support a designe  
limiting her ability to rapidly explore and effectively communicate behavioral  
have developed a sketch-based, in ...

Keywords: authoring, gestures, multimedia design, storyboards

**39 Session IX - coordination and decision making: Computer-based systems 1  
decisionmaking: status of use and problems in development**

Kenneth L. Kraemer, John Leslie King

December 1986

Proceedings of the 1986 ACM conference on Computer-support

Full text available:  pdf(1.85 MB)

Additional Information: full citation, abstract,

Application of computer and information technology to cooperative work and g  
three traditions: computer-based communications, computer-based informatio  
decision support. This paper provides an overview of the various kinds of syst  
needs of groups at work, evaluates the status of these systems in the United  
them, assesses barriers to their furth ...

**40 ITiCSE 2000 working group reports: Using computers in science and techn**

Jari Lavonen, Veijo Meisalo, Matti Lattu, Liisa Leinonen, Tadeusz Wilusz

June 2001

Working group reports from ITiCSE on Innovation and technology in c

Full text available:  pdf(1.02 MB)

Additional Information: full citation, abstract,

This working group wishes to promote interaction of computer scientists and e  
interaction would benefit not only educational sciences and computer science  
science e.g. through behaviour metaphors in robotics. We have initiated an an  
starting from applications especially in science and technology education. Hav  
educational processes in the above ar ...

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**41 ITiCSE 2000 working group reports: Using computers in science and techn**

Jari Lavonen, Veijo Meisalo, Matti Lattu, Liisa Leinonen, Tadeusz Wilusz

June 2001

ACM SIGCSE Bulletin, Volume 33 Issue 2

Full text available:  pdf(1.02 MB)

Additional Information: full citation, abstract,


This working group wishes to promote interaction of computer scientists and e interaction would benefit not only educational sciences and computer science science e.g. through behaviour metaphors in robotics. We have initiated an an starting from applications especially in science and technology education. Hav educational processes in the above ar ...

**42 Human-computer interface development: concepts and systems for its mar**

H. Rex Hartson, Deborah Hix

March 1989

ACM Computing Surveys (CSUR), Volume 21 Issue 1

Full text available:  pdf(7.97 MB)

Additional Information: full citation, abstract, references, citin

*Human-computer interface management*, from a computer science viewpoint, quality human-computer interfaces, including their representation, design, im maintenance. This survey presents important concepts of interface managem modeling, representation, interactive tools, rapid prototyping, development m *Dialogue independence* is th ...

**43 The development of cooperation: five years of participatory design in the vi**

John M. Carroll, George Chin, Mary Beth Rosson, Dennis C. Neale

August 2000 Proceedings of the conference on Designing interactive systems: pro

Full text available:  pdf(335.98 KB)

Additional Information: full citation, abstract, reference


During the past five years, our research group worked with a group of public assess network-based support for collaborative learning in middle school phys the outset, we committed to a participatory design approach. This design colla typical of participatory design endeavors, particularly in North America. The n the nature o ...

Keywords: cognitive development, cooperative design, educational networks, development, requirements engineering, school culture

**44 Interactive multimedia pedagogies: report of the working group on interacti**

Elizabeth S. Adams, Linda Carswell, Amruth Kumar, Jeanine Meyer, Ainslie Ellis,

June 1996 ACM SIGCSE Bulletin , Proceedings of the 1st conference on Integratin education, Volume 28 Issue SI


Full text available:  pdf(1.16 MB)

Additional Information: full citation, references, citin

**45 The living textbook and the K&ndash;12 classroom of the future**

Kim Mills, Geoffrey Fox, Paul Coddington, Barbara Mihalas, Marek Podgorny, Bar

December 1995 Proceedings of the 1995 ACM/IEEE conference on Supercomput

Full text available:  html(45.33 KB)

Additional Information: full citation, references, index

**46 KidSim: end user programming of simulations**

Allen Cypher, David Canfield Smith

May 1995 Proceedings of the SIGCHI conference on Human factors in computing

Full text available:  html(39.89 KB)

Additional Information: full citation, references, citings, index terms

**47 A telecomputer**

Jim Clark

July 1992 ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual co interactive techniques, Volume 26 Issue 2

Full text available:  pdf(549.52 KB)

Additional Information: full citation, citing

#### 48 What next?: A dozen information-technology research goals

Jim Gray

January 2003 Journal of the ACM (JACM), Volume 50 Issue 1

Full text available:  pdf(1.18 MB) Additional Information: full citation, references, index terms

#### 49 Authoring Support: Designing annotation before it's needed

Frank Nack, Wolfgang Putz

October 2001 Proceedings of the ninth ACM international conference on Mult

Full text available:  pdf(1.16 MB) Additional Information: full citation, abstract, refer

This paper considers the automated and semi-automated annotation of audiov framework, A4SM (Authoring System for Syntactic, Semantic and Semiotic Mo the framework and outline the underlying XML-Schema based content descrip tools for a news and demonstrate how video material can be annotated in rea only be used for retrieval but also can be ...

Keywords: MPEG-7, XML Schema, automated annotation, news production, se

#### 50 Synchronization in the MAEStro multimedia authoring environment

George D. Drapeau

September 1993 Proceedings of the first ACM international conference on Multime

Full text available:  pdf(65.56 KB)  ps(87.29 KB) Additional Information: full citation, references, citings, ind

#### 51 A development process for large multimedia titles

Mark Ryan, Rich Helms

October 1994 Proceedings of the 12th annual international conference on Systems at the great divide

Full text available:  pdf(1.24 MB) Additional Information: full citation, abstract, referen


Within IBM there are many groups that have made small-scale multimedia tit common. This paper describes the process that we followed to create a large description of why we decided to create a multimedia title about C++. It then make the title. Finally, it describes the lessons that we learned and our plans

**52 A synchronization model for recorded presentations and its relevance for ir**

W. Hürst, R. Müller

October 1999

Proceedings of the seventh ACM international conference on Mul

Full text available:  pdf(1.84 MB)

Additional Information: full citation, abstract, references,

In order to improve the acceptance of recorded presentations, we introduce a range of different media classes typically appearing in this scenario. Instance using our time-based synchronization model. Random access in combination w synchronization mechanism results in essential features such as Random Visib Cross-Referencing ...

**53 Computer-based systems for cooperative work and group decision making**

Kenneth L. Kraemer, John Leslie King

July 1988

ACM Computing Surveys (CSUR), Volume 20 Issue 2

Full text available:  pdf(3.56 MB)

Additional Information: full citation, abstract, references,

Application of computer and communications technology to cooperative work of three traditions: computer-based communications, computer:based inform computer-based decision support. This paper reviews the group decision supp configured to meet the needs of groups at work, and evaluates the experience GDSSs has proved to be slower than originally antic ...

**54 Building and using cultural digital libraries: Supporting access to large digit**

Samuel Gustman, Dagobert Soergel, Douglas Oard, William Byrne, Michael Piche Greenberg

July 2002

Proceedings of the second ACM/IEEE-CS joint conference on Digital

Full text available:  pdf(734.60 KB)

Additional Information: full citation, abstract, referenc

This paper describes our experience with the creation, indexing, and provision videotaped oral histories - 116,000 hours of digitized interviews in 32 languag rescuers, and witnesses of the Nazi Holocaust. It goes on to identify a set of c addressed if we are to provide full and detailed access to collections of this si automatic speech recognition, ...

Keywords: cataloging, oral history, research agenda

**55 The Web and distance learning: what is appropriate and what is not: report Web and distance learning**

Pamela B. Lawhead, Elizabeth Alpert, Constance G. Bland, Linda Carswell, Dawn Eva R. Fahraeus, Kirt Scott

October 1997

ACM SIGCUE Outlook, Volume 25 Issue 4

Full text available:  pdf(68.23 KB)

Additional Information: full citation, references

**56 The Web and distance learning: what is appropriate and what is not (report web and distance learning)**

Pamela B. Lawhead, Elizabeth Alpert, Constance G. Bland, Linda Carswell, Dawn Eva R. Fahraeus, Kirk Scott

June 1997 The supplemental proceedings of the conference on Integrating technology working group reports and supplemental proceedings


Full text available:  pdf(68.23 KB)

Additional Information: full citation, references, citations, index

**57 The CDT mStar environment: scalable distributed teamwork in action**

Peter Parnes, Kåre Synnes, Dick Schefström

November 1997 Proceedings of the international ACM SIGGROUP conference on Supporting groupware challenge: the integration challenge

Full text available:  pdf(1.28 MB)

Additional Information: full citation, references

Keywords: IP-multicast, better-than-being-there, desktop conferencing, digital presentations, teamwork

**58 A generic architecture for intelligent instruction for simulation modelling software**

Tajudeen A. Atolagbe, Vlatka Hlupic

November 1996 Proceedings of the 28th conference on Winter simulation

Full text available:  pdf(833.26 KB)

Additional Information: full citation, references

**59 An orthogonal taxonomy for hyperlink anchor generation in video streams**

Jason McC. Smith, David Stotts, Sang-Uok Kum

May 2000 Proceedings of the eleventh ACM on Hypertext and hypermedia

Full text available:  pdf(332.93 KB)

Additional Information: full citation, references, citations, index

Keywords: automated anchor generation, collaboration, digital video, hypertext



**60 GAIN: An interactive program for teaching interactive computer graphics pr**

Tom Towle, Tom DeFanti

August 1978    Proceedings of the 5th annual conference on Computer graphics an

Full text available:  pdf(580.23 KB)

Additional Information: full citation, abstract, refere

Recent trends in the manufacturing and sales of home computers indicate tha  
developed for teaching programming in the home. Students learn programmin  
other students in a classroom setting. The home user may not have this optio  
looking up information you have forgotten. Workbooks and textbooks do not h  
teaching&mdash;you have to understand everything b ...

Keywords: Computer assisted instruction, Interactive computer graphics

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### 61 sTeam: structuring information in team-distributed knowledge managemen

August 2001

Journal on Educational Resources in Computing (JERIC)

Full text available: pdf(179.03 KB)

Additional Information: full citation, abstract, reference

Learning is a socially embedded design process. But most of todays hypermed design-related and the social aspects of learning. Authoring and Web-publishi design processes. Consequently, the activities of learners are confined to sele fundamental reflections on the role of technology in learning processes, we co the construction of infrastrucur ...

Keywords: cooperative learning, cooperative support, learner-centered approa team), web-based learning and teaching

### 62 Educating a new engineer

Peter J. Denning

December 1992

Communications of the ACM, Volume 35 Issue 12

Full text available: pdf(10.14 MB) Additional Information: full citation, references, citings, index terms, review

**63 What makes things fun to learn? heuristics for designing instructional comp**

Thomas W. Malone

September 1980 Proceedings of the 3rd ACM SIGSMALL symposium and the first S

Full text available:  pdf(665.94 KB)

Additional Information: full citation, abstract, refere

In this paper, I will describe my intuitions about what makes computer games experiments and the theory on which this paper is based are given by Malone to provide a set of heuristics or guidelines for designers of instructional comp organized common sense principles to spark the creativity of instructional des unstructured list of similar principle ...

**64 Education and training: An XML-based approach to multimedia software er**

T. Arndt, S. K. Chang, A. Guercio, P. Maresca

July 2002 Proceedings of the 14th international conference on Software engineer

Full text available:  pdf(95.53 KB)


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Multimedia Software Engineering (MSE) is a new frontier for both Software En In fact multimedia software engineering can be considered as the discipline fo substitution and verification of visual patterns. Visual Languages contribute to software specification, design and verification flow charts, ER diagrams, Petri programming languages etc. Multim ...

**65 DxRW case**

Carol Saunders, Blake Ives

April 2000 Communications of the AIS

Full text available:  pdf(177.24 KB) Additional Information: full citation

**66 Current technological impediments to business-to-consumer electronic con**

Gregory Rose, Huoy Khoo, Detmar W. Straub

June 1999 Communications of the AIS



Full text available:  pdf(479.36 KB)

Additional Information: full citation, references, citings

**67 Open architecture multimedia documents**

Brian R. Gaines, Mildred L. G. Shaw

September 1993 Proceedings of the first ACM international conference on M

Full text available:  pdf(265.04 KB)  ps(630.84 KB)

Additional Information: full citatio

Keywords: digital journals, electronic books, hypermedia, knowledge bases, m systems

**68 Groupware: some issues and experiences**

Clarence A. Ellis, Simon J. Gibbs, Gail Rein


January 1991 Communications of the ACM, Volume 34 Issue 1

Full text available:  pdf(7.22 MB) Additional Information: full citation, references, citings, index terms

**69 Interface to architecture: integrating technology into the environment in the**

Maggie Orth

August 1997 Proceedings of the conference on Designing interactive systems: pro

Full text available:  pdf(1.41 MB)


Additional Information: full citation, references

Keywords: architecture, collaboration, design, environment, furniture, interfac  
theater

**70 Authoring systems in computer based education**

Greg Kearsley

July 1982 Communications of the ACM, Volume 25 Issue 7

Full text available:  pdf(1.01 MB)

Additional Information: full citation, abstract, references,



The idea of a programming system which generates other programs (referred  
metasoftware) has always been a popular one in computer science. Despite th  
have actually been implemented and used. An exception is the development a  
of Computer Based Education (CBE). This article surveys the development an

Keywords: instructional systems, metasoftware

**71 Assessing dynamics in computer-based instruction**

John F. Pane, Albert T. Corbett, Bonnie E. John

April 1996 Proceedings of the SIGCHI conference on Human factors in computing

Full text available:  pdf(1.22 MB)  html(46.87 KB)

Additional Information: full citation, reference

Keywords: animation, computer-based learning, multimedia, simulation

## 72 The intelligent classroom: providing competent assistance

David Franklin, Kristian Hammond

May 2001

Proceedings of the fifth international conference on Autonomous ag

Full text available:  pdf(130.91 KB)

Additional Information: full citation, abstract, referen

In the software industry, designers are forever trying to &ldquo;improve&rdqu features to them, producing bloated software systems that are capable of doin systems often make it increasingly difficult for their users to perform their tas mess of unwanted features to find the few that they actually need. We believ building intelligent syste ...


Keywords: action selection and planning, collaboration of humans and agents

## 73 Hands-on microcomputer training

Bill Brown, Marilyn Everingham

September 1985

Proceedings of the 13th annual ACM SIGUCCSconference on Use

Full text available:  pdf(2.23 MB)

Additional Information: full citation, abstract,


Hands-on microcomputer training presents computer educators with a new se opportunity for participants to interact with the machine and software in the p the struggle many new computer users experience. Questions can be answer context of actual problems encountered by participants. Our curriculum has in microcomputers and a variety of softwa ...

## 74 Integration of interpersonal space and shared workspace: ClearBoard desi

Hiroshi Ishii, Minoru Kobayashi, Jonathan Grudin

October 1993

ACM Transactions on Information Systems (TOIS), Volume 11

Full text available:  pdf(2.91 MB)

Additional Information: full citation, abstract, references,

We describe the evolution of the novel shared drawing medium ClearBoard wh an interpersonal space and a shared workspace. ClearBoard permits coworker markers or with electronic pens and software tools while maintaining direct ey gestures. The ClearBoard design is based on the key metaphor of &ldquo;talk glass window.&rdquo; We descri ...

Keywords: eye contact, gaze awareness, gaze direction, groupware, seamless

**75 sTeam - Designing an integrative infrastructure for Web-based computer-s**

Thorsten Hampel, Reinhard Keil-Slawik

April 2001 Proceedings of the tenth international conference on World Wide W

Full text available:  pdf(265.67 KB)

Additional Information: full citation, reference

Keywords: cooperation support, cooperative learning, learner-centered apprao team, web-based learning and teaching

**76 Personal computing**

Rosalie Steier

July 1989 Communications of the ACM, Volume 32 Issue 7

Full text available:  pdf(1.73 MB) Additional Information: full citation, references, index terms

**77 Automating camera management for lecture room environments**

Qiong Liu, Yong Rui, Anoop Gupta, J. J. Cadiz

March 2001 Proceedings of the SIGCHI conference on Human factors in compu

Full text available:  pdf(676.89 KB)

Additional Information: full citation, abstract, reference


Given rapid improvements in network infrastructure and streaming-media tec and universities are recording lectures and making them available online for a producing high-quality lecture videos is still labor intensive and expensive. Fo making it feasible to build automated camera management systems to captur design, implementation and st ...

Keywords: automated camera management, sound source localization, speak video director

**78 Illustrative risks to the public in the use of computer systems and related te**

Peter G. Neumann

January 1996 ACM SIGSOFT Software Engineering Notes, Volume 21 Issue 1

Full text available:  pdf(2.54 MB)

Additional Information: full citation

**79 The digital agora: using technology for learning in the social sciences**

Carolyn Watters, Marshall Conley, Cynthia Alexander

January 1998 Communications of the ACM, Volume 41 Issue 1

Full text available:  pdf(423.35 KB) Additional Information: full citation, references, citings, index terms, review

## 80 Historical perspectives on the computing curriculum

Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gordo  
Richard Rasala

October 1997

ACM SIGCUE Outlook, Volume 25 Issue 4

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**81 Historical perspectives on the computing curriculum (report of the ITiCSE perspectives in computing education)**

Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gord Richard Rasala

June 1997 The supplemental proceedings of the conference on Integrating techn working group reports and supplemental proceedings

Full text available: pdf(110.51 KB)

Additional Information: full citation, referen

**82 An intelligent distributed environment for active learning**

August 2001

Journal on Educational Resources in Computing (JERIC)


Full text available: pdf(116.71 KB)

Additional Information: full citation, abstract, referenc


Active learning is an effective learning approach. In this article we present a for active learning to better support the student-centered, selfpaced, and hig environment uses the students learningrelated profile such as learning style organizing, and presenting learning material, and it adopts a new approach t based on smart instruct ...

Keywords: XML, active learning, multiagent system, web-based education




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George Chin, Mary Beth Rosson  
January 1998      Proceedings of the SIGCHI conference on Human factors in com  
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Keywords: claims, computer-supported collaborative learning, participatory d

- 84 Integration of inter-personal space and shared workspace: ClearBoard de**  
Hiroshi Ishii, Minoru Kobayashi, Jonathan Grudin  
December 1992      Proceedings of the 1992 ACM conference on Computer-support  
Full text available:  pdf(1.42 MB)      Additional Information: full citation, references, citings,

Keywords: ClearBoard, TeamPaint, eye contact, gaze awareness, groupware,

- 85 Redesigning the questioning, discussion, and document processes**  
Munir Mandviwalla, Anat Hovav  
April 1996      Proceedings of the 1996 ACM SIGCPR/SIGMIS conference on Compu  
Full text available:  pdf(1.15 MB)      Additional Information: full citation, ind

Keywords: Internet, World Wide Web, business process redesign, communica  
electronic mail, learning, newsgroups, processes

- 86 Software engineering issues for ubiquitous computing**  
Gregory D. Abowd  
May 1999      Proceedings of the 21st international conference on Software engin  
Full text available:  pdf(1.29 MB)      Additional Information: full citation, references, citing

Keywords: automated capture, component integration, context-aware compu  
transparent interfaces, ubiquitous computing

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Barry G. Silverman

April 1992      Communications of the ACM, Volume 35 Issue 4

Full text available:  pdf(2.84 MB) Additional Information: full citation, references, citings, index terms

**Keywords:** critics, expert critiquing systems

88 A formative evaluation of a computer-based instruction tutorial with application systems

Gloria A. Reece, Linda Bol, Gary R. Morrison

October 1996 Proceedings of the 14th annual international conference on System  
technological forces: building a corporate, academic, and user-orien

Full text available:  pdf(1.46 MB)

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Robert C. Hubal, Geoffrey A. Frank, Curry I. Guinn

January 2003      Proceedings of the 2003 international conference on Intelligent

Full text available:  pdf(355.06 KB)

**Additional Information:** full citation, abstract, refer

This paper describes lessons learned in developing the linguistic, cognitive, and virtual human behavior in a training application designed to train civilian police verbal cues indicating different forms of mental illness and how to verbally intervene in paranoia, and depression were all modeled for the application. For linguistics language grammars the ...

**Keywords:** agents, behavior modeling, interaction skills training, managing e virtual humans

<sup>90</sup> PLACEHOLDER: landscape and narrative in virtual environments

**Brenda Laurel, Rachel Strickland**

October 1994 Proceedings of the second ACM international conference on Multime

Full text available:  pdf(756.04 KB)


**Additional Information:** full citation, references, index terms

**91 Model-driven development of Web applications: the AutoWeb system**

Piero Fraternali, Paolo Paolini

October 2000

ACM Transactions on Information Systems (TOIS), Volume 1

Full text available:  pdf(6.94 MB)

Additional Information: full citation, abstract, references

This paper describes a methodology for the development of WWW application tailored for the methodology. The methodology and the development environment techniques already used in the hypermedia, information systems, and software in an original mix. The foundation of the proposal is the conceptual design of notation for the specification of structure, navigation ...


Keywords: HTML, WWW, application, development, intranet, modeling

**92 Authorable critiquing for intelligent educational systems**

Christopher K. Riesbeck, Wolff Dobson

January 1997

Proceedings of the 3rd international conference on Intelligent user interfaces

Full text available:  pdf(1.06 MB)

Additional Information: full citation, references, index

Keywords: authoring tools, educational systems, goal-based scenarios, intelligent tutoring systems

**93 An intelligent distributed environment for active learning**

Yi Shang, Hongchi Shi, Su-Shing Chen

April 2001

Proceedings of the tenth international conference on World Wide Web

Full text available:  pdf(200.31 KB)

Additional Information: full citation, references, citations, index terms

Keywords: XML, active learning, multi-agent system, web-based education

**94 Evaluating the design and delivery of WWW based educational environments**

Vincent P. Wade, Conor Power

August 1998 ACM SIGCSE Bulletin , Proceedings of the 6th annual conference on annual conference on Integrating technology into computer science computer science education, Volume 30 Issue 3

Full text available:  pdf(908.27 KB)

Additional Information: full citation, abstract, references


The mid 1990s has seen a significant growth in both the popularity and delivery. However, such efforts have been very variable in both effectiveness identifies a set of general requirements necessary in designing a pedagogical experience, which can be used in the assessment of WWW based educational requirements can be successfully addressed, the evaluation ...

Keywords: WWW, education, evaluation, requirements

**95 My partner is a real dog: cooperation with social agents**

Salvatore Parise, Sara Kiesler, Lee Sproull, Keith Waters

November 1996 Proceedings of the 1996 ACM conference on Computer supported

Full text available:  pdf(1.02 MB)


Additional Information: full citation, references, citations, index terms

Keywords: cooperation, interface design, social agents, social behavior

**96 Session 5: Multimodal presentation of dynamic object scenarios on the web**

Andrea Esuli, Antonio Cisternino, Giuliano Pacini, Maria Simi


March 2003 Proceeding of the eighth international conference on 3D web technologies

Full text available:  pdf(2.60 MB)

Additional Information: full citation, abstract, references


We describe a Web based presentation system for dynamic object scenarios. presentations based on 3D interactive animations, coordinated with adaptive comments production are performed through the interaction with a human-like as part of a research project on support tools for learning about sail racing rule system works in conjunction with an expert authoring ...

Keywords: 3D graphics, VRML, adaptive interfaces, dynamic object environments, language generation, sail racing

- 97 Session 5: novel interaction: Tangible viewpoints: a physical approach to r**  
Ali Mazalek, Glorianna Davenport, Hiroshi Ishii  
December 2002 Proceedings of the tenth ACM international conference on M  
Full text available:  pdf(1.18 MB) Additional Information: full citation, abstract

We present a multimedia storytelling system that couples a tangible interface with interactive narratives. Over the centuries, stories have moved from the physical (the stage), to the printed page, then to movie, television and computer screen technologies, storytellers are able to bring digital stories back into our physical system explores how physical ...


Keywords: character, design, interactive narrative, multimedia storytelling, m tangible interface

- 98 Tools for incremental development of educational software interfaces**  
Wolff Daniel Dobson, Christopher K. Riesbeck  
January 1998 Proceedings of the SIGCHI conference on Human factors in com  
Full text available:  pdf(1.13 MB) Additional Information: full citation, references, in

Keywords: INDIE, educational software, goal-based scenario, intelligent syst

- 99 Bridging the gap between face-to-face communication and long-term colla**  
Stefanie N. Lindstaedt, Kurt Schneider  
November 1997 Proceedings of the international ACM SIGGROUP conference on S  
challenge: the integration challenge  
Full text available:  pdf(1.44 MB) Additional Information: full citation, references, citi

Keywords: CSCW, design rationale, group memory, organizational learning, p

- 100 The Design and Implementation of a Mobile Learning Resource**  
Mike Sharples, Dan Corlett, Oliver Westmancott  
January 2002 Personal and Ubiquitous Computing, Volume 6 Issue 3  
Full text available:  pdf(384.39 KB) Additional Information: full citation, abstra

The convergence of mobile communications and handheld computers offers that it will assist individuals and groups to learn anytime, anywhere. We describe the design and evaluation of a handheld learning device. It is intended to support children's images, notes and sounds, to relate them to web-based learning resources, to map, and to share them with other learners ...

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**2 Analysis of sounds from occluded arteries by using a linear array of microphones**

*Roffeh, Y.; Einav, S.;*

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*Murgai, R.; Fujita, M.; Hirose, F.;*

Computer Design: VLSI in Computers and Processors, 1995. ICCD '95. Proceedi 1995 IEEE International Conference on , 2-4 Oct. 1995

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*Wilke, P.; Billing, G.; Mansfeld, C.; Nilson, J.;*

Modeling, Analysis, and Simulation of Computer and Telecommunication System  
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**5 Understanding the nature of predatory pricing in the large-scale mark  
economy with genetic algorithms**

*Shu-Heng Chen; Chih-Chi Ni;*

Intelligent Control, 1996., Proceedings of the 1996 IEEE International Symposiu  
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**6 Performance modeling using object-oriented execution-driven simulat**

*Sampogna, A.; Kaeli, D.R.; Green, D.; Silva, M.; Sniezek, C.J.;*

Simulation Symposium, 1996. Proceedings of the 29th Annual , 8-11 April 1996

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**7 An unsupervised, stochastic learning model for syntactic pattern recog  
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*Aggarwal, P.S.; Kumar, A.;*

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**8 Self-organization of reaching operation in a robot: a bio-mimetic appro**

*Jae-Moon Chung; Ohnishi, N.;*

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*Gonzalez, D.; Balcells, J.; Lovera, S.; Lima, R.;*  
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**10 Distributed interaction in virtual spaces**

*Ferscha, A.; Johnson, J.;*  
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*Nilsson, J.; Dahlgren, F.;*  
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**12 Smart avatars in JackMOO**

*Jianping Shi; Smith, T.J.; Granieri, J.P.; Badler, N.I.;*  
Virtual Reality, 1999. Proceedings., IEEE , 13-17 March 1999  
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**13 Development of an Earth environmental database system which interacts with application software**

*Ikoma, E.; Oki, T.; Kitsuregawa, M.;*  
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Proceedings. 1999 International Symposium on , 1999  
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**14 A strategic decision support system for an electric utility company in a competitive environment**

*Teive, R.C.G.; Silveira, F.S.V.; Filho, M.M.;*  
Electric Utility Deregulation and Restructuring and Power Technologies, 2000.

Proceedings. DRPT 2000. International Conference on , 4-7 April 2000  
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**15 A storage strategy considering characteristics of video objects on Video-On-Demand storage servers**

*You-Jung Ahn; Yoo-Hun Won;*

High Performance Computing in the Asia-Pacific Region, 2000. Proceedings. The International Conference/Exhibition on , Volume: 1 , 14-17 May 2000

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High Performance Computing in the Asia-Pacific Region, 2000. Proceedings. The International Conference/Exhibition on , Volume: 2 , 14-17 May 2000

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**19 Status of neutrino factory and muon collider R&D***Zisman, M.S.;*

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**25 Software measurement data analysis using memory-based reasoning**  
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Magnetics, IEEE Transactions on , Volume: 27 Issue: 1 , Jan. 1991  
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Pulsed Power Plasma Science, 2001. PPPS-2001. Digest of Technical Papers , Vo , 17-22 June 2001

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**19 Status of neutrino factory and muon collider R&D***Zisman, M.S.;*

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**20 Progress report and operational consideration of superconducting RF at TLS***Luo, G.H.; Chang, L.H.; Hu, T.S.; Lin, M.C.; Wang, Ch.;*

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**21 A simulation model for studying of caching algorithms***Hamalainen, T.; Wikstrom, M.; Raatikainen, P.;*

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Circuits and Systems, 2001. MWSCAS 2001. Proceedings of the 44th IEEE 2001 Midwest Symposium on , Volume: 1 , 14-17 Aug. 2001

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**23 Maximal reservable bandwidth tree - a new approach to reduce the size of state information***Yu-Kung Ke; Copeland, J.A.;*

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*Paul, R.A.; Bastani, F.B.; Challagulla, V.U.B.; I-Ling Yen;*

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*Andrzejak, A.; Zhichen Xu;*

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*Buff, J.; Peterkin, R.E., Jr.; Roderick, N.F.; Degnan, J.H.; Frese, M.H.; Turchi, P.*

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**28 A performance study of the ISO transport protocol**

*Meister, B.W.;*

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*Ingram, M.W.; Andrews, J.A.; Bresie, D.A.;*

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**30 Kinematically redundant robots with flexible components***Baillieul, J.;*

Control Systems Magazine, IEEE , Volume: 13 Issue: 1 , Feb. 1993

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[\[Abstract\]](#) [\[PDF Full-Text \(144 KB\)\]](#) **IEEE JNL****32 Design of a command-triggered plasma opening switch for terawatt applications***Savage, M.E.; Seidel, D.B.; Mendel, C.W., Jr.;*

Plasma Science, IEEE Transactions on , Volume: 28 Issue: 5 , Oct. 2000

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	Retrieval Classif	Inventor	S	C	P	2	3	4	5
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36		Nichols, Mark Stewart	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
37		Zadik, Beth Elyse et al.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
38		Nichols, Mark Stewart et al.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
39		Jain, Ramesh et al.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
40		Jain, Ramesh et al.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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35		<input type="checkbox"/>
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